IN THE CLAIMS:

Line By Line Amendment:

1. (Amended) A document comprising:

5   a)   a substrate;

           b)   a play area comprising an encoded game data portion imaged

on the substrate, said encoded game data portion comprising:

                  1)   a base layer printed with an ink having a first

                              reflectance value as measured by the reflectance of a

10   given wavelength of light;

                  2)   a second layer comprising an ink having a second

                              reflectance value different than the first reflectance value

                              as measured by the reflectance of said given wavelength

                              of light;

15 wherein the base layer and the second layer together define a game data region and

a non-game data region with at least one of said regions comprising an encoded

pattern of symbols associated therewith; and

           c)   at least one scratch-off layer over said encoded game data

portion.

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           12. (Amended) The lottery ticket of claim 8 comprising a first [wherein the]

encoded pattern of symbols present in the game data region which [for at least one

said regions] is different than [the] <u>a second</u> encoded pattern <u>of symbols</u> [for another

of said regions] <u>present in the non-game data region.</u>

17. (Amended) The document of claim 16 wherein said additional layer

comprises,

[3)] a third layer printed with an ink having a third reflectance

value as measured by said given wavelength of light;

[4)] a fourth layer printed with an ink having a fourth

reflectance value different than the third reflectance value, as measured by said

given wavelength of light.

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29. (Amended) A method of detecting tampering of a document comprising:

a) a substrate;

b) <u>a play area comprising</u> an encoded game data portion imaged

on the substrate, said encoded game data portion comprising:

1. a base layer printed with an ink having a first reflectance

value as measured by the reflectance of a given

wavelength of light;

2. a second layer comprising an ink having a second

reflectance value different than the first reflectance value

as measured by the reflectance of said given wavelength

of light;

wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

c) at least one scratch-off layer over said encoded game data

5 portion,

said method comprising contacting said document with said given wavelength of light, detecting a reflectance value of said document obtained from said contacting step and comparing said reflectance value with a reflectance value from a standard value for said document.

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Full Text Amendment:

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1.   A document comprising:

a)   a substrate;

b)   a play area comprising an encoded game data portion imaged on the substrate, said encoded game data portion comprising:

1)   a base layer printed with an ink having a first reflectance value as measured by the reflectance of a given wavelength of light;

2)   a second layer comprising an ink having a second reflectance value different than the first reflectance value as measured by the reflectance of said given wavelength of light;
wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

c)   at least one scratch-off layer over said encoded game data portion.

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12.   The lottery ticket of claim 8 comprising a first encoded pattern of symbols present in the game data region which is different than a second encoded pattern of symbols present in the non-game data region.

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17.   The document of claim 16 wherein said additional layer comprises,

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a third layer printed with an ink having a third reflectance value as measured by said given wavelength of light;

a fourth layer printed with an ink having a fourth reflectance value different than the third reflectance value, as measured by said given

5   wavelength of light.

29.   A method of detecting tampering of a document comprising:

a)   a substrate;

b)   a play area comprising an encoded game data portion imaged on the substrate, said encoded game data portion comprising:

10   1.   a base layer printed with an ink having a first reflectance value as measured by the reflectance of a given wavelength of light;

2.   a second layer comprising an ink having a second reflectance value different than the first reflectance value

15   as measured by the reflectance of said given wavelength of light;

wherein the base layer and the second layer together define a game data region and a non-game data region with at least one of said regions comprising an encoded pattern of symbols associated therewith; and

20   c)   at least one scratch-off layer over said encoded game data portion.

said method comprising contacting said document with said given wavelength of light, detecting a reflectance value of said document obtained from said contacting

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step and comparing said reflectance value with a reflectance value from a standard

value for said document.